

FLOATING POINT BUFFER SYSTEM AND METHOD FOR USE
DURING PROGRAMMABLE FRAGMENT PROCESSING IN A
GRAPHICS PIPELINE

ABSTRACT

A system, method and computer program product are provided for buffering data in a computer graphics pipeline. Initially, graphics floating point data is read from a buffer in a graphics pipeline. Next, the graphics floating point data is operated upon in the graphics pipeline. Further, the graphics floating point data is stored to the buffer in the graphics pipeline.